

Liverpool John Moores University

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Title: Transdisciplinary Practice
Status: Definitive
Code: **7005MALSAD** (128471)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
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Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 80
Total Learning Hours: 300 **Private Study:** 220

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	30
Off Site	10
Online	5
Seminar	30
Tutorial	5

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	ART DESIGN	Public Exhibition and/or Website	70	
Report	RPT	Reflective Essay, 1500 words	30	

Aims

To promote in depth investigation into contemporary creative practices and provide, through the possibilities of transdisciplinary participation in live Institute of Art and Technology research projects, an understanding of the social, cultural and economic environment of the city.

To facilitate an engagement with cultural and regulatory institutions and organisations to enrich the students' experience of the professional environment of contemporary urban art and design.

To provide, through key Institute of Art and Technology projects and partnerships, a range of transdisciplinary projects which challenge the notion of the interdisciplinary practice within the context of contemporary art & design, and which enable students to propose, plan, organise, publish and promote their work and research within the context of The Institute of Art and Design.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate their ability to work collaboratively with peers and external partners by exercising effective networking, communication and organisational awareness.
- 2 Present an advanced proposal or project outcome that acknowledges the professional context of a specific transdisciplinary practice.
- 3 Articulate an appropriate understanding of the conceptual frameworks and critical approaches that inform the production, publication and dissemination of contemporary art &/or design projects through the formulation of innovative, visionary and speculative commercial and/or practical outcomes.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

ART DESIGN	1	2
Report	2	3

Outline Syllabus

Students will have the opportunity to work closely with internal partners within the School of Art & Design and the wider John Moores community, and with external partners in the UK and internationally. Outcomes should include proposals for applied creative projects. An emphasis will be placed on students furthering their understanding of their chosen pathways within the programme and developing professional links and experience in disseminating work and research through the Institute of Art and Technology. Teaching is predominantly through workshops,

seminars and tutorials. Learning is consolidated through tutorials. Peer review is a crucial part of the art & design studio based experience facilitated through group tutorials, seminars and critical reviews.

Learning Activities

Students will be introduced to the ongoing Transdisciplinary work/projects of The Institute of Art and Technology (IAT) via the respective IAT Lab Leaders. Students will then have the opportunity to work in small groups, or as individuals, on either existing IAT Research Projects or on self-activated projects that overlap with current Transdisciplinary IAT research (as agreed with Module Staff and IAT researchers). Lectures and seminars will underpin the development of the projects via supported by readings of key texts which will enable students to gain a critical and theoretical context. Tutorials will help students to articulate their engagement as evidenced in their on-line journal/report and/or online via website.

Students are expected to attend tutorials and reviews on a regular basis, bringing with them developmental work undertaken indicating progression since the previous tutor-led discussion. At this level it is expected that students will show a high degree of motivation and ability to engage in self-directed study, to demonstrate a level of scholarship of relevant theoretical issues and display initiative in problem solving. Tutors will provide advice, raise questions and prompt debate but a great deal is to be gained from peer review. Active and frank discussions in tutorials and reviews about student practice is encouraged. Final proposals will be presented in a public exhibition and also submitted as an illustrated exhibition catalogue.

Notes

Representatives from the various Labs involved with the Institute of Art and Technology will be involved in facilitating access to resources and expertise within their ongoing transdisciplinary research projects. Students will be required to and will have access to the people who work in them. From this they will gain insight into the everyday workings of the Institute of Art and Technology, its policies and its politics. Students will be required to make project proposals as part of the online journal/report, to demonstrate their awareness of the varying programming demands of institutions/commercial ventures. The module will be augmented by a series of lectures and presentations to aid student understanding of contemporary ideas about the way art & design is an integrated process of collaborative practises. The aim is to promote and shape their professional life beyond their respective Programmes of Study.

Additional information will be provided in Module Guide and module component briefing documents.